## Daniel Arismendi Taveras

Portfolio 2024

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Design Theory & Pedagogy SCI-Arc 2024



The Master of Science in Design Theory and Pedagogy is a one-year, three-semester program that addresses the growing ambiguity between practice and academia and prepares students for a new kind of hybrid career that has emerged in architecture: the architect-theorist-educator.

#### Constructing a New Apparatus for Design Education

Designed to be a platform from which a new generation of academic architects can evolve, the Design Theory and Pedagogy program at SCI-Arc examines the history of architectural education, its current pedagogies, and encourages the development of unconventional design research that uncompromisingly expand the scope of traditional programs of advanced architectural scholarship to construct a new apparatus for the production of design theory.

Students in the Design Theory and Pedagogy program experiment with new forms of architectural scholarship, receive hands-on teaching experience within the remarkable studio culture of SCI-Arc, and develop an intellectual framework that can sustain a life-long theoretical project in architecture. Throughout the program, Design Theory and Pedagogy students are given substantial opportunities for acquiring practical teaching experiences combining writing, critical thinking, lecturing, and curriculum design that reconsider contemporary pedagogical practice.

#### Application Links

#### Apply Now \*

Complete the online application here

#### SlideRoom \*

Submit all required application materials here.

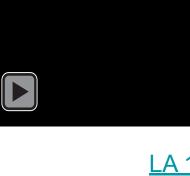
#### Request Information 7

Request information from SCI-Arc

#### Contact

Office of Admissions admissions@sciarc.edu 213.356.5320

Activate Windows
Go to Settings to activate Windows.



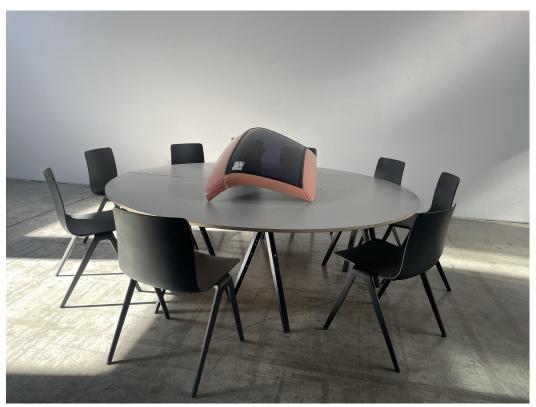


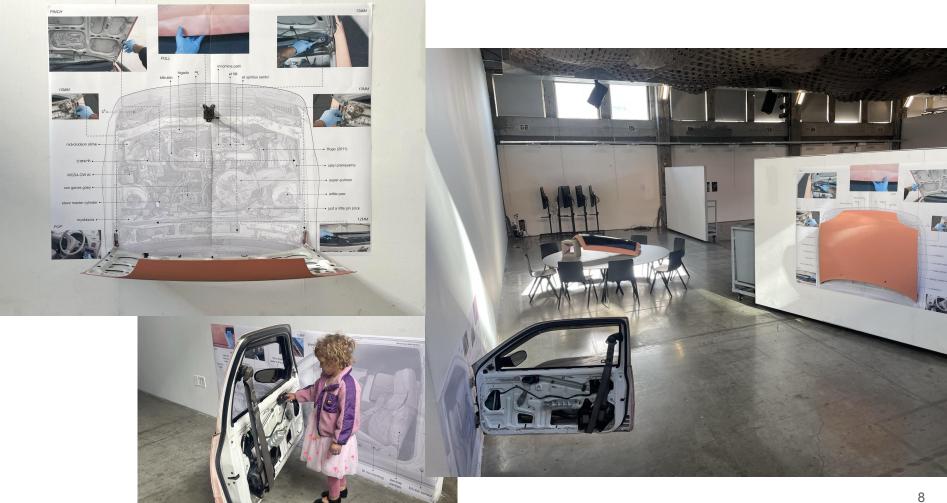
LA 1225 Syllabus

VS 1101 Syllabus





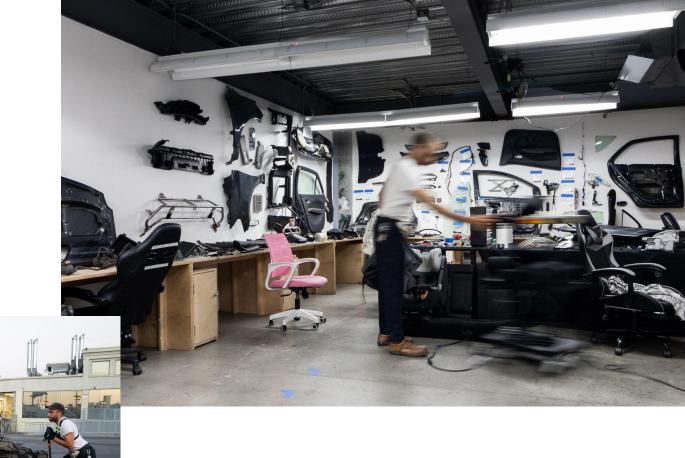












# AUG 29 BLACK ICE © SOS 2024

### M. Arch. 1 SCI-Arc 2019

Graduate Thesis 2019 Advisor: David Ruy

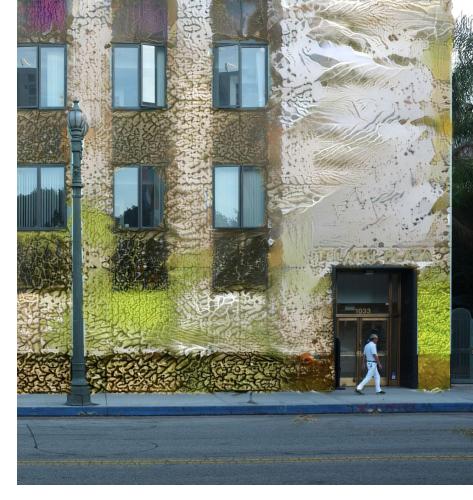


### In Such a Way

With the aid of machine-learning tools, it is now possible for architects to think both fast and slow, working fluidly through research, hypothesis and direct experience, as well as design.

This thesis aims to displace conventions of labor in architecture by using neural networks to rapidly produce complex building facades using a Generative Adversarial Network (GAN) trained on scans of Decalcomania; a painting technique that, much like a neural network, automatically generates complex organic form.

By harnessing the potential of generative algorithms, small gestures can be amplified to macroscopic scales, allowing for more visceral and intuitive architectural design processes to begin to take place.



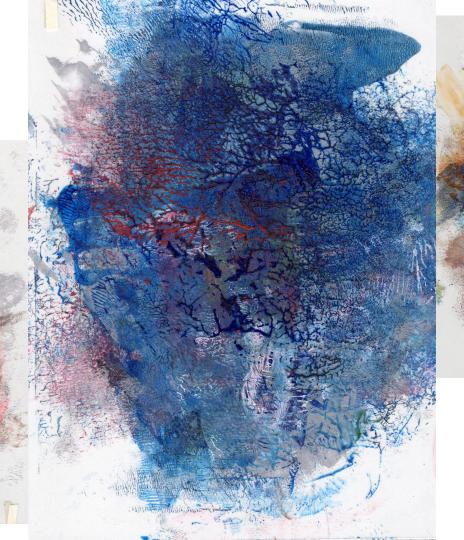
## Decalcomania Dataset

















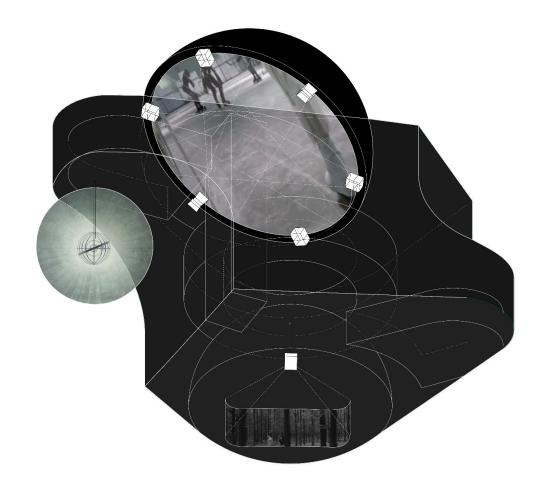






## ${f D}$ os Globos

Vertical Studio Spring 2019 Instructor: Joe Day

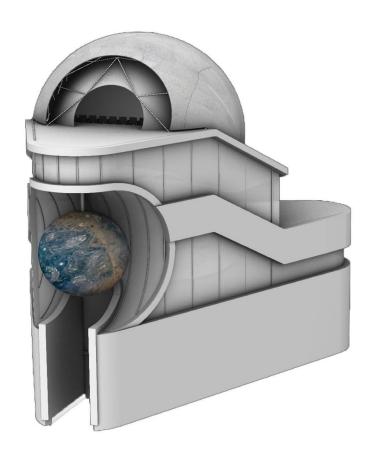


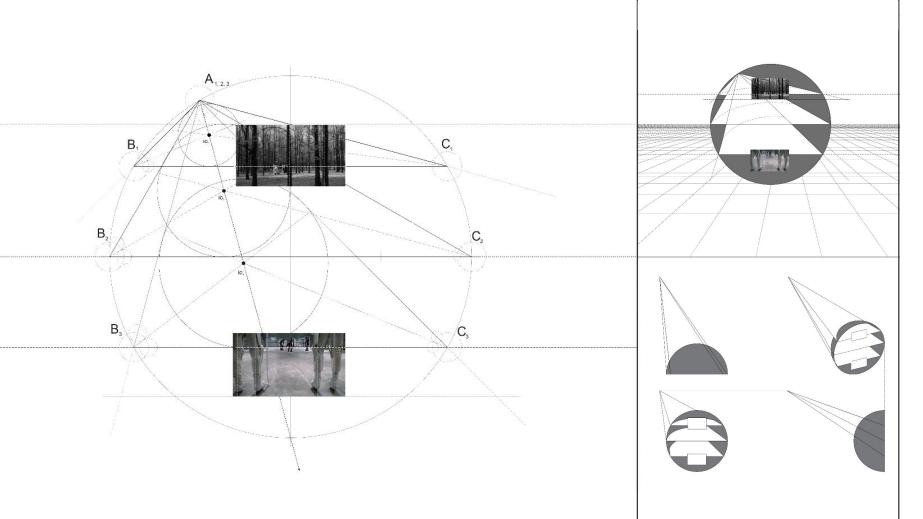
### GLO\_PLEX: Rounding Cinema

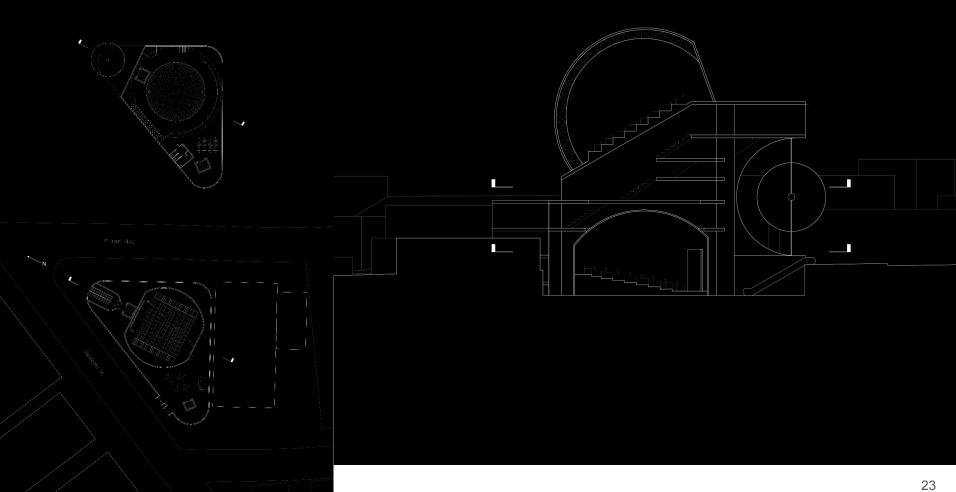
This was an advanced architectural design studio exploring the relationship between cinema and architecture, particularly focusing on immersive environments and non-linear narratives. The studio examined the historical and conceptual evolution of projection in the round, from classical Greek amphitheaters to Shakespeare's Theater Globe Theater, to contemporary mechanisms for immersive digital projections.

Students analyzed Shakespeare's screen adaptations and studied historical theaters in-the-round. The course culminated in proposals for new cinema paradigms in Los Angeles, blending architectural innovation with cinematic experience, emphasizing spatial design to enhance narrative immersion.

This proposal, called Dos Globos, is for an immersive spherical and panoramic projection theater at the current site of the Los Globos nightclub in Silverlake.







## **B**achelor of Fine Arts Florida Int'l University 2014

### Professional Work

## Super Official Studio